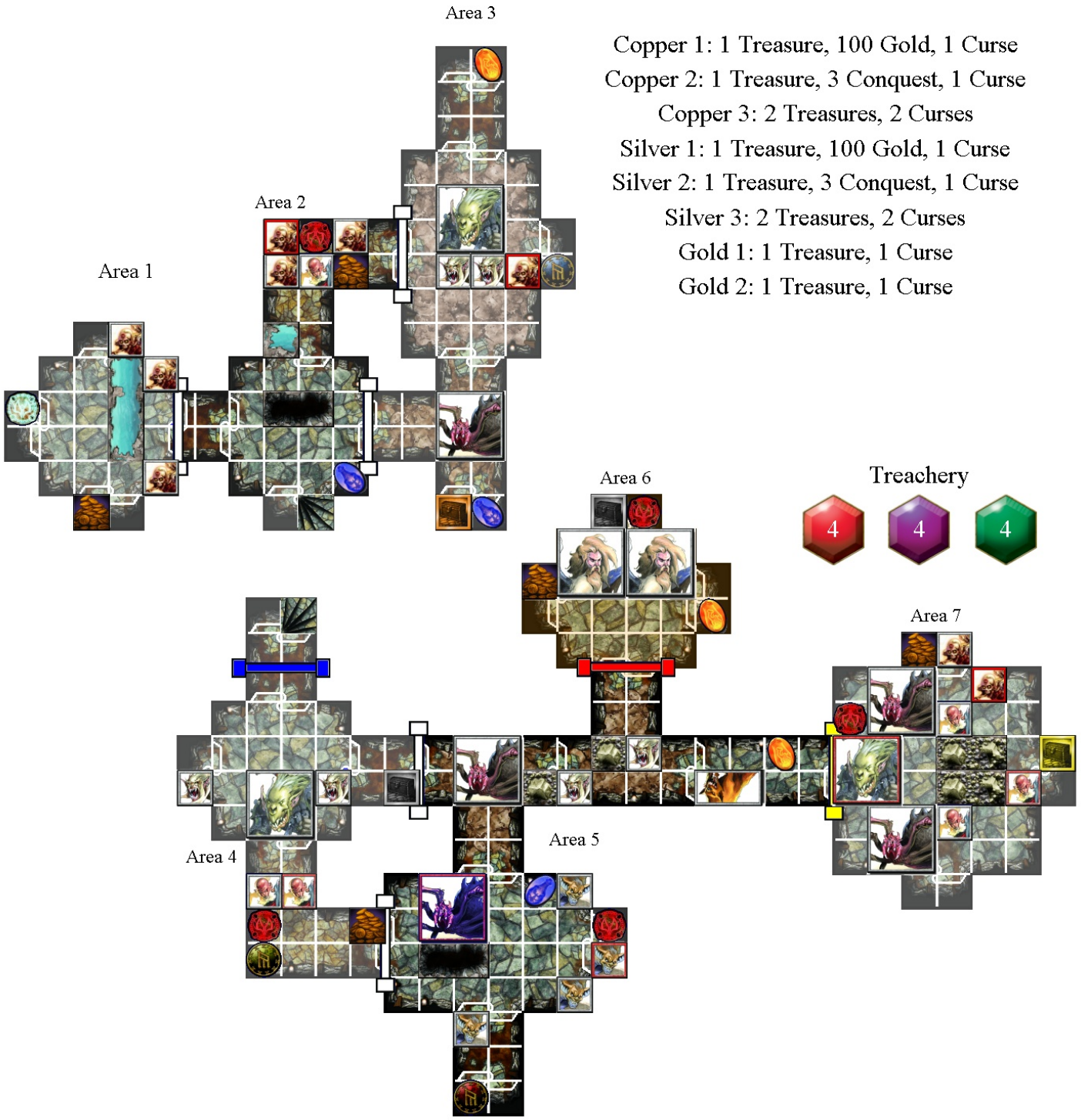

Copper 1: 1 Treasure, 100 Gold, 1 Curse
Copper 2: 1 Treasure, 3 Conquest, 1 Curse
Copper 3: 2 Treasures, 2 Curses
Silver 1: 1 Treasure, 100 Gold, 1 Curse
Silver 2: 1 Treasure, 3 Conquest, 1 Curse
Silver 3: 2 Treasures, 2 Curses
Gold 1: 1 Treasure, 1 Curse
Gold 2: 1 Treasure, 1 Curse

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Lair of the Lich-King

By James Wyatt

Scenario Background

Simon di Renz was the great mind behind the invention of transport glyphs, and was loved by all. But in his later years, the good wizard di Renz turned to darker arts, desperate to preserve himself and cheat death. As is the way with such things, he was exposed for the evil sorceror he was and executed.

Many thought that an end to di Renz. They were wrong.

The spirit of Simon di Renz has returned from beyond the grave. From the necropolis in which he was buried he is building an army of the undead with which to wreak his vengeance on the world. You have been chosen to put an end to his vile scheme once and for all.

Mission Goals

Your goal is to break the spell which keeps death's hand from di Renz. Your researches indicate that to do this, you will need to bring his skull into daylight. You suspect also that until you activate them for yourselves he will be able to use the glyphs of transport within his tomb against you.

You begin with 5 conquest tokens. If you ever run out of conquest tokens, di Renz will have triumphed over you.

Because di Renz has mastered the art of glyph-making, his minions are able to use unactivated (red) glyphs in this dungeon to reach the party more quickly. Squares on or adjacent to an unactivated glyph always count as being out of the players' line of sight for the purposes of spawning monsters: that is to say, the Overlord may always place spawned monsters on or adjacent to an unactivated glyph provided all the other conditions for spawning a monster are met.

Area 1

It is early afternoon by the time you reach the graveyard marked on your maps; fortunately, it is a bright day without a cloud in the sky. With some effort you locate a crypt decorated with the di Renz family crest. As you approach it, further evidence for Simon di Renz's presence makes itself apparent as the dead rise from their graves to defend his lair.

If the players successfully bring di Renz's skull to this location:

As the last rays of the setting sun strike di Renz's skull, it crumbles to dust in your hands with a scream of anguish. The undead creatures that have pursued you likewise collapse and falter. Simon di Renz's dreams of conquest are now over.

The players have triumphed over di Renz.

Area 2

As you step into the tomb, you notice the glyph to your left glow burst into an ugly red flame. In a flash a crooked, twisted old man and a group of undead guards are standing upon it, as if from nowhere. "You will never reach di Renz's resting place!" he screams. "You will die here and moulder with us!"

Area 3

This long corridor is lined with the remains of di Renz's relatives, now long dead. In the room at the end, a group of recently reanimated dead wait, eager to strike.

Area 4

As you descend the steps into a room blackened by charnel ash, another glyph of transport ahead of you bursts into ugly red flames, and from it emerge more sorcerors and their undead minions. "This will be your tomb, heroes." croaks one, as bodies rise from the debris to defend them.

Area 5

The tomb network here appears to intersect with a naturally-formed cavern. Thick silken webs line its walls, and from its high roof you can hear the hissing and squeaking of Razorwings.

Area 6

This tomb has been converted into a storehouse of bones. Ribs, femurs and skulls have been carefully stacked and sorted according to size. Two of di Renz's creations, manticore-shaped creatures carefully crafted out of the bones of the dead, spin round, hissing, as you enter.

Area 7

Behind a heavy stone sarcophagus stands di Renz himself. The man resembles little more than a skeleton in heavy, black robes, but his bony hands crackle with power. The glyphs you have activated shift and change before your eyes, as di Renz renews his control of them. "Heroes." he says. "I will kill you with my own hands. I will strip the flesh from your bodies and animate them, and you will lead my armies into battle."

di Renz is the Master Sorceror here. He has the same statistic as a Master sorceror except that his armour is 6, he has 5 extra wounds, he does NOT have the Undying ability, and any monster within three space of di Renz counts as having the Undying ability. (If one attack targets both di Renz and another monster, resolve damage against di Renz after resolving damage angainst all other monsters.)

When revealing this area:

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Immediately flip all white transport glyphs to their red side. Flip the red transport glyph in this area to its white side. The players do not gain Conquest tokens for activating this glyph.

The glyphs which are now red can be reactivated in the normal manner, but players do not gain conquest tokens for reactivating a glyph which they have already activated.

When di Renz is defeated:

Place an encounter token on the ground where di Renz was killed. This represents di Renz's skull, which may be picked up and carried. Di Renz's skull counts as a potion for the purposes of the number of items a character can equip. A hero cannot travel using a glyph of transport while carrying the skull. The hero may drop the skull in the space he's in (for no movement points) or give the skull to an adjacent hero for one movement point. If a hero is killed while carrying the skull, it is dropped in the space where the hero died. The hero or monster that reaches this space first may pick up and carry the skull, following all of the rules outlined above. At the start of the overlord's turn, if the skull is not in the possession of one of the heroes, the heroes lose one Conquest token.

At the start of the Overlord's turn:

If di Renz is still dead, roll a Power Die. On a surge, read the following and return di Renz to the board on any red glyph. (Do not remove the skull from the players' possession; di Renz has only reappeared from the neck down.)

> The skull you are carrying chuckles, as you hear one of the glyphs activate. "Fools! With my skull safe from sunlight, my sprit survives!"

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